RED SHARK

USER'S MANUAL

Contents

Introduction

1   Introduction

In 2010, scientists, working in top secret Russian laboratories succeeded in developing a fully functional model of time machine. Using this device they could send various objects and even human beings back in time.

In 2011 a secret "Red Shark" project was launched closely supervised and guarded by Russian secret services. The purpose of this project was to accomplish the so-called "controlled correction" of history. World War II period was selected as a test ground. Historians provided data as to what historical events had disastrous consequences while military developed strategies on how to modify those events to achieve desired results.

The instrument used to effect the changes is the latest attack helicopter, which is sent back in time on special missions. This state-of-the-art attack helicopter is indeed a very formidable war machine back in the 1940s. Whatever its capabilities though, the helicopter has to fight alone against an army of enemy military machines and troops.

Only a well-trained pilot who is willing to risk his life can accomplish those missions. Are you ready to take that risk?

Man was always enchanted by the idea of flying. Perhaps, there isn't a child living who does not dream of soaring up in the sky. As we grow older, some of us lose some of our yearning to fly, others, on the contrary, begin to feel it more acutely, but what unites us all is that we end up wishing not only to fly, but to fly with a heavy machine gun at the ready. As we struggle to realize our dream, we encounter a lot of almost insuperable obstacles: military service, training in a flight school, dire shortage of used helicopter gunships that one can buy for one's personal use and poor financing of our national Airforce. No wonder only very few of us ever succeed in making the dream come true.

System Requirements

In creating this game, we tried to make you feel like a military helicopter pilot feels without the accompanying bother of studying rotocraft control theory or enemy aircraft engagement manuals. Our purpose was to make a simulator, which simulates not enormously complicated flight physics but a sense of enjoyment and exhilaration you get from flying a well-armed and beautiful (which is of no little significance) state-of-the-art attack helicopter. How successful we've been in this is for you to decide.

2 SYSTEM REQUIREMENTS

2nd generation video card is required. 1st generation video cards are not supported.

Picture quality with VOODOO 3 card will be somewhat inferior as compared to that of other video cards.

S3 Trio 3D and S3 Virge video cards are not supported.

- **Operating system:** Microsoft Windows 98/Me/2000

- **CPU:** Intel Celeron 350 Intel Pentium III 500 recommended

- **RAM:** 64 MB, 128 MB recommended

- **Video:** DirectX-compatible video-card, nVidia Riva TNT 16MB or equal, nVidia Riva TNT 2 32MB or equal recommended

- **Free space on hard disk:** 320 MB, 450 MB recommended

- **Sound:** DirectX-compatible sound card

- **CD-ROM:** 8x

- Microsoft DirectX 7.0 or higher

- **Game control:** keyboard, mouse

- The game may not run with CD-R, CD-RW, DVD-ROM.

The game has been successfully tested with the following video cards/drivers:

- **nVidia Riva TNT**
  Windows 9x/Me: Reference detonator 6.50
  Windows 2000: Reference detonator 6.50
  http://www.nvidia.com/view.asp?PAGE=drivers

- **nVidia Riva TNT2**
  Windows 9x/Me: Reference detonator 14.10
  Windows 2000: Reference detonator 14.10
  http://www.nvidia.com/view.asp?PAGE=drivers

- **nVidia GeForce 256**
  Windows 9x/Me: Reference detonator 14.10
  Windows 2000: Reference detonator 14.10
  http://www.nvidia.com/view.asp?PAGE=drivers

- **nVidia GeForce2 MX / nVidia GeForce 2 GTS**
  Windows 9x/Me: Reference WHQL detonator 14.10
  Windows 2000: Reference WHQL detonator 14.10
  http://www.nvidia.com/view.asp?PAGE=drivers

- **ATI Radeon**
  Windows 9x/Me: ATI driver 4.13.7189
  Windows 2000: ATI driver 5.13.01.3281
  http://support.atitech.ca/drivers/drivers.html

- **3Dfx Voodoo 5 5500**
  Windows 9x/Me: 3DFx WHQL driver 1.04.00
  Windows 2000: 3DFx WHQL driver 1.04.00
  http://www.voodoofiles.com/type.asp?cat_id=0

- **3Dfx Voodoo 3 3000**
  Windows 9x/Me: 3Dfx WHQL driver 1.07.00
  Windows 2000: 3Dfx WHQL driver 1.07.00
  http://www.voodoofiles.com/type.asp?cat_id=0

- **Matrox G400/G450**
  Windows 9x/Me: Matrox driver 6.72.016
  Windows 2000: Matrox driver 5.72.021
  http://www.matrox.com/mga/drivers/home.htm

Game installation/ uninstallation

Красная Акула

- Играть
- Удалить
- Установить DirectX 8.0
- Просмотр файла readme
- Веб-сайт компании "Бука"
- Веб-сайт компании "G5 Software"
- Красная Акула

Fig.1.

Red Shark setup program dialog and menu

Red Shark

- Install
- Uninstall
- Install DirectX 8.0
- View Readme file
- Visit Buka Entertainment web site
- Visit G5 Software web site
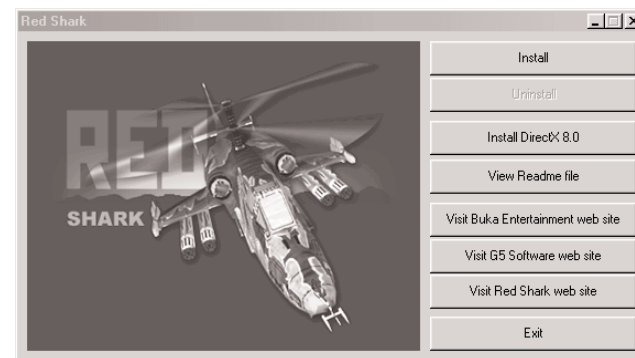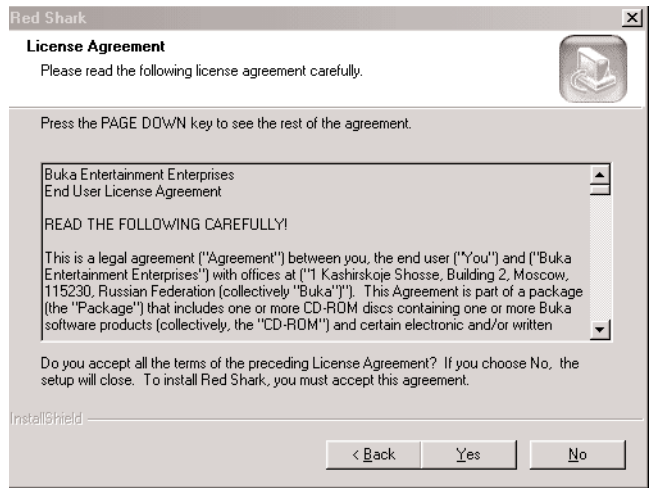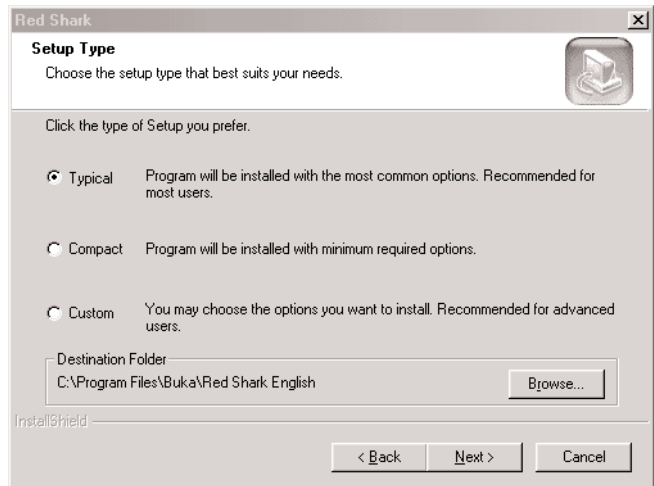- Visit Red Shark web site
- Exit

Fig. 2.

License
agreement

3 GAME INSTALLATION/

Fig. 3.

Choosing
installation type
and folder

UNINSTALLATION

Before proceeding with installation, make sure that your system meets the minimum system requirements and there is enough free space on your hard disk.

To install the game, insert the Red Shark compact disc into your CD-ROM drive. If your computer supports the Autostart function, the setup menu will appear. If there is no setup menu, you will have to start the setup program manually. Just click **My Computer** icon on your Windows desktop and then click
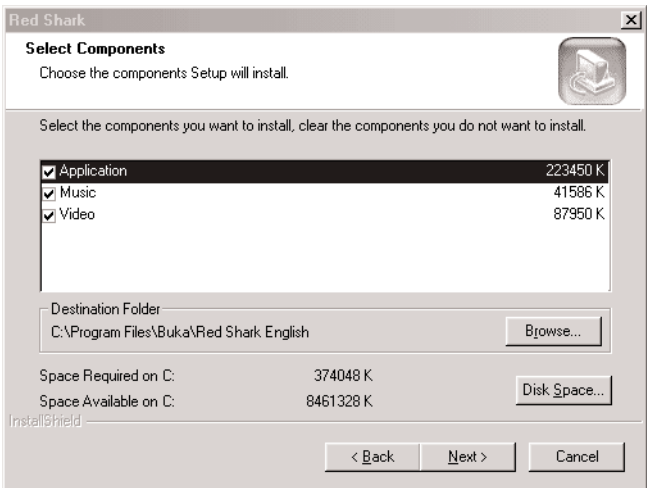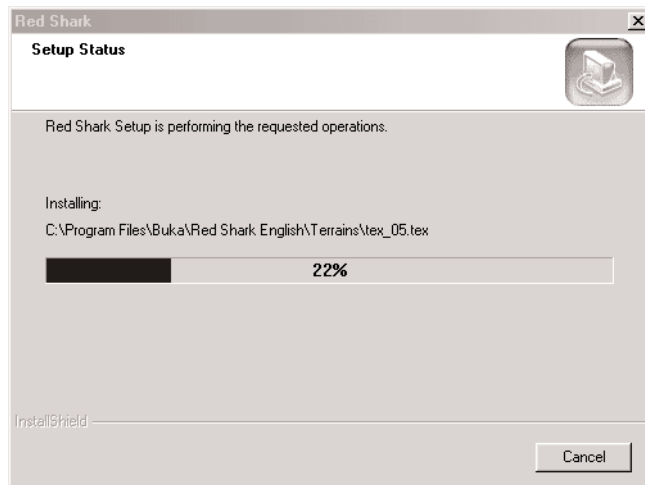
Fig. 4.

Custom
installation menu

the **CD-ROM drive** button so that the setup menu appears. (Fig. 1).

There are the following items in the setup program:

Fig. 5.

Copying the
files on your hard
disk

3.1   Installation

When you click the **Install** button, the InstallShield® Wizard
program starts that will copy the game to your hard disk.
First, the program offers to install Red Shark on your hard
disk. If you agree, click the **Next** button. After that, the
License Agreement window appears (Fig. 2). To install the
game you must agree to all the conditions of this License

Fig. 6.

File copying is
finished. You must
read the Readme
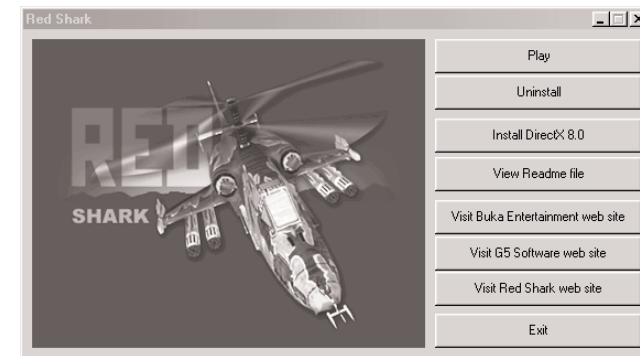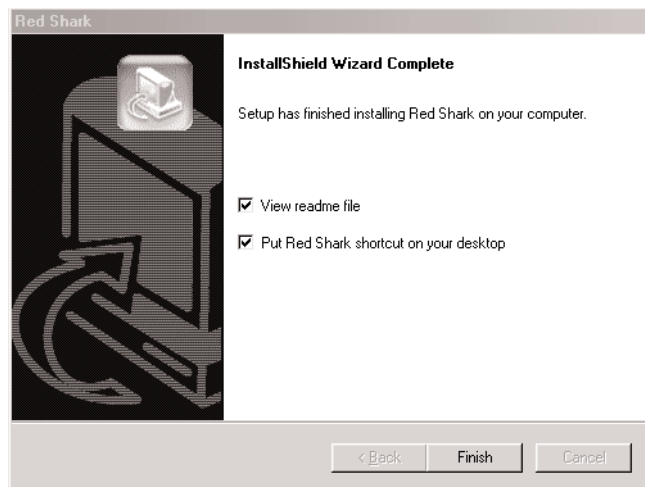file before
completing the
installation.

Fig.7.

Red Shark
installation
program dialog
and menu after
installation of the
game.

Agreement. Read the text carefully and click Yes if you do
agree. Then the program offers to choose the type of instal-
lation and name of the folder where you wish the game
installed (Fig. 3). We recommend "Standard" installation.

3.1.1   Standard

Only code and music are installed. Video clips are played from
the compact disc.

3.1.2   Minimum

Only game code is installed. Video and music are played from
the compact disc.

3.1.3   Custom

Using this option you may choose which of the components
to install, the rest will be played from the compact disc

After specifying installation type and folder, click **Next.** A file
copying window appears on the screen and the program
starts to copy the files on your hard disk (Fig. 5). You can
stop the process at any moment by clicking **Cancel.** When the
copying is finished, the program informs you that the installa-
tion has been completed and offers to read the Readme file
(Fig. 6). This file contains the latest information concerning

game installation and starting which has not yet been reflected in this manual and we strongly recommend you to read this file. When you click **Done,** the Readme file opens and on the screen once again appears installation program dialog and menu. **Start** and **Remove** buttons in this menu are now available for use (Fig. 7).

3.2   Start

This menu item becomes available after game installation. Click Start to start the game.

3.3   Remove

This menu item becomes available after game installation. Click Remove to remove previously installed game from your hard disk.

3.4   Set up DirectX 8.0

For the game to work properly you must have a Microsoft DirectX 7.0 or later version on your computer. If you do not have this program or have an older version, you must use this menu item to set up Microsoft DirectX 8.0

3.5   View readme file

Using this item you can view the Readme file containing the latest information about the game, which has not yet been included in this manual.

3.6   Buka web-site

If your computer has an Internet connection, you may visit the web-site of Buka – publisher of Red Shark.

3.7   G5 Software web-site

If you have access to the Internet you may visit the web-site of G5 Software – developer of Red Shark.
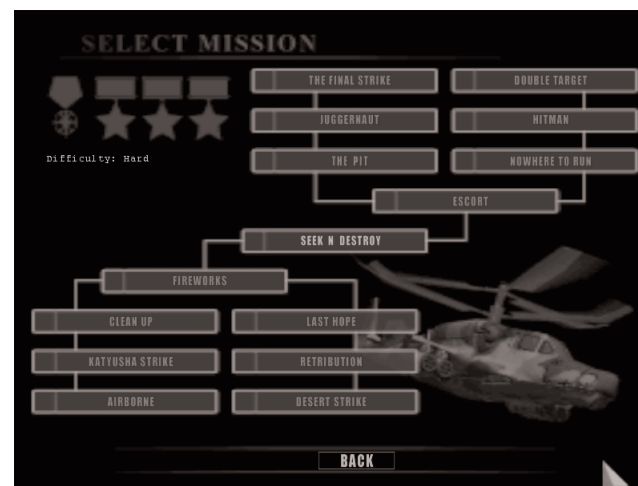
3.8   Red Shark web-site

If you have access to the Internet, you may visit the official Red Shark site where you may get all the latest information and news as well as communicate with other players of this game and contact its developers.
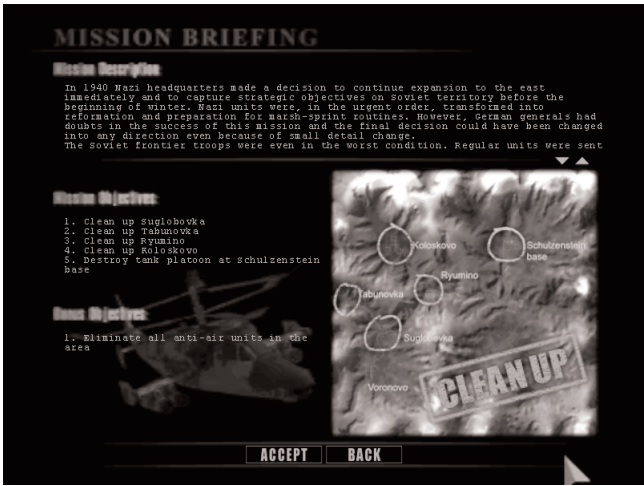
3.9   Exit

Use this item to leave the installation program and postpone the installation until a later time.

Menu

Mission briefing screen

4   Menu

Anywhere in the menu the only function of the Back button is return to the previous menu section.

4.1   Main menu

4.1.1 Start the game!

Select a mission
This tree menu is used to select a mission. Right after game installation, only one — root mission is available. As you walk through the game, other missions will be opening to you. The available missions are illuminated and become even more brightly lit when you point at them. To select a mission, click its name.

The successful missions are marked with a sign showing the level of difficulty a particular mission was implemented at. When you successfully complete all the missions, you'll proba-

bly be decorated for your prowess depending on how difficult your missions were. Your decorations will be displayed in the left upper corner of the mission selection screen together with the current difficulty level, which you may change using the game settings menu.

Mission description
Here you can read a detailed description of the mission you are about to embark upon. We strongly recommend you to do this each time before you start a new mission.

Mission objectives
Here you can learn about mission objectives. To accomplish a mission and get access to the next missions, you must achieve all the objectives listed here.

Additional objectives
In this section you can learn about additional mission objectives. Mission success does not depend on whether or not you achieve these additional objectives — you may successfully walk through the game without ever attaining a single of the additional objectives.

Implement
Click this button to implement a mission.

4.1.2 Settings
Game
■   **Difficulty**
Changes game difficulty level. You may select one of four levels of difficulty: "Easy", "Normal", "Difficult" or "Nightmare".

Video
■   **Select Video Device**
If you have two video cards in your computer, here you can choose one of them.

■   **Select Video Mode**
Here you can select a required video mode.

- **Brightness**

  Using this slider, you can adjust picture brightness.

- **Forest rendering details**

  Using this control, you can adjust forest rendering details. Left position of the slider means minimum of details. Higher details require more powerful computer system.

- **Terrain rendering quality**

  Using this control, you can adjust terrain rendering quality. Left position of the regulator means the lowest quality. Higher quality requires more capable computer system.

- **Ok**

  Apply all the changes, you have made in the video settings and return to previous menu.

- **Cancel**

  Discard all the changes you have made in the video settings and return to previous menu.

Sound

- **Sound Volume**

  Using this control, you can adjust sound volume.

Game control

- **Select control device**

  Here you can choose a game control device you prefer. The default control device is mouse, but you can change it for a joystick if you have one.

- **Movement**

  Here you can set up helicopter movement control function.

- **Fire**

  Here you can set up fire control function.

- **Other**

  Here you can set up waypoint function, camera view and other functions.

- **Default arrow keys**

  Select arrow keys and nearby keys as the default control keys.

- **Default WASD keys**

  Select WASD keys as the default control keys.

- **Mouse Sensitivity**

  Here you can adjust your mouse sensitivity if it's used as a control device. If you use a joystick, this control won't have any effect.

4.1.3 Exit

You can leave the game using this.

4.2 Return to main menu

When playing, you can access mission menu by pressing ESC.

4.2.1 Return to main menu

Use this to interrupt a mission and return to the main menu.

4.2.2 Resume game

This allows you to continue playing after an interruption.

4.2.3 New mission

Use this to terminate a mission and start it all over again.

4.2.4 Settings

This menu is essentially the same as the Settings menu described in 4.1.2 with a few minor differences. You can't change video mode, forest details or terrain quality during a mission.

4.3 Mission status screen

You can access mission status screen during a mission by pressing F12 (at default settings). Mission status screen also appears after you achieve all main mission objectives but there are still some additional tasks to be carried out. When this window appears you can choose whether to continue with additional tasks or to conclude the mission.

4.3.1 Mission objectives

In **Mission objectives** section are listed all the main mission objectives. Each of them has its status shown: "Being carried out", "Failed", or "Accomplished". To successfully complete a mission, you must achieve all its objectives.
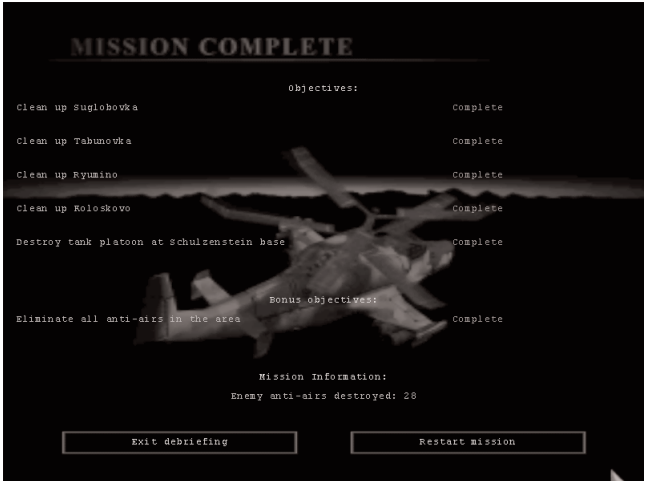
4.3.2 Additional objectives

In **Additional objectives** section are listed all the additional mission objectives. Each of them has its status shown: "Being carried out", "Failed", or "Accomplished". Mission success does not depend whether or not you achieve any of the additional objectives.

4.3.3 Information

In this section is given additional information about current mission status.

4.3.4 Continue button

To continue a mission, click **Continue**. Mission status screen disappears and you may continue with your mission.

4.3.5 Conclude mission button

Conclude mission button is at first unavailable. It becomes available only when you achieve all main mission objectives. When this happens, you can use this button to conclude your mission.
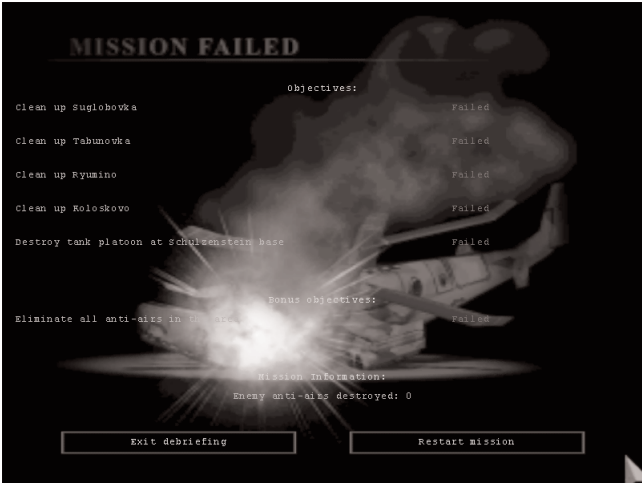
4.4   Mission success screen

If you successfully carry out a mission, a mission success screen appears, which is an exact copy of mission status screen with added **Conclude** and **Start again** buttons.

4.4.1 Conclude

Click **Conclude** to leave the mission success screen and return to the mission selection menu where you can choose a next mission.

GAME SCREEN

4.4.2 Start again
Click **Start again** if you want to go on this mission once again.

Game screen

4.5   Mission failure screen
If you fail to accomplish a mission, a mission failure screen appears, which is an exact copy of mission status screen with added **Conclude** and **Start again** buttons.

Map

4.5.1 Conclude
Click **Conclude** to leave the mission failure screen and return to the mission selection menu.
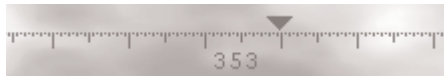

Selected target window

Radar

Navigation scale

353

Altimeter scale

Damage indicator

4.5.2 Start again

Click **Start again** to try to implement this mission once again.

5   GAME SCREEN

s-8:39

5.1   Map

In the upper left
corner of the game screen there is a local map showing your current position and flight direction as well as waypoints, populated places and roads.

5.2   Selected target window

In the right upper corner of the screen there is a window showing, depending on the current circumstances, your helicopter, currently selected target, waypoint, flight of your missile or some other significant event.

5.3   Radar

Your helicopter is equipped with a radar system; the radar display is in the left lower corner. The objects detected by the radar system are displayed in different colors. Potentially dangerous objects are shown red, currently selected target – yellow and friendly or neutral objects – blue.

5.4   Navigation scale

At the top center position there is a navigation scale. It shows your flight direction relative to the northerly direction as well as the direction to the next waypoint so that you can navigate easier.

Weapons selector

Target designator

ANTI-AIR

Acquisition of a target by Whirlwind

167m

ANTI-AIR

Whirlwind missile has acquired the target

ANTI-AIR

Weapons sight without target acquisition function

Weapons sight, acquisition of a target by Ñ–8 missile

Weapons sight, acquisition of a target by Ñ–8 missile and automatic

5.5 Altimeter scale

At the right middle position there is an altimeter scale showing in meters the altitude of your aircraft above the terrain. There are yellow and red zones on this scale. When you are in the yellow zone, the probability of flight into terrain is much greater. We don't recommend to fly in the red zone.

5.6 Damage indicator

At the left bottom position there is a damage indicator. Initially it is green indicating 100% health. If you aircraft was damaged by enemy fire this value is reduced depending on how much damage it received. Yellow color of the indicator means that the aircraft health value is less then 30%, red – less then 10%.

5.7   Weapons selector

At the lower left position there is a weapons selector, showing the type of selected missiles and how many of these missiles are left. Your helicopter is armed with two types of missiles – a "Whirlwind" anti–tank guided missile and "Ñ–8" unguided missile. The selected missile is illuminated and there is a number next to the missile symbol showing how many of these missiles you have.

5.8   Target designator

If you select a target within visual range, a target designator appears on the screen showing this target location, distance to it in meters and its type.

If your current weapon is a self–homing missile ("Whirlwind" anti–tank guided missile) and you select a target, a target acquisition system is activated accompanied by a peculiar sound signal.

Once the target is captured, the sound stops and the desig–nator display changes to the following form:

5.9   Weapon sight

In the middle of the screen, there is a weapon sight. The sight shows the point your weapon systems are aimed at. In other words if you shoot, your projectiles will hit exactly that point.

If your target is within the target acquisition cone of an unguided missile ("Ñ–8"), the form of the weapons sight changes to this:

If your target is within the target acquisition cone of C–8 mis–siles and the target acquisition cone of your automatic cannon, the weapons sight looks like this:

5.10   Helicopter

A third person view is used in helicopter control. You can always see your machine on the screen.

CONTROLS

6   CONTROLS

The helicopter is controlled using either mouse and keyboard or joystick and keyboard, depending on what control device you have selected (see 4.1.2).

Our recommendation is to use mouse-and-keyboard control. We tried to approximate the mouse-and-keyboard control as close to that of the first-person shooters as we could.

6.1   Mouse

Use the mouse to change your flight direction in vertical and horizontal planes.

Button	Action
Left	Firing the cannon
Right	Target selection
Wheel	Missile type toggling

6.2   Joystick

You can control your helicopter using a joystick. This joystick must be set up in your system. You can switch control to joystick in the Control Settings menu.

6.3   Keyboard

There are two default keyboard control options, but if you want, you can customize keyboard control in the Settings menu.

6.3.1 WASD keys option

Key	Action
W	Forward
S	Back
A	Left
D	Right
E	Up
Q	Down
SPACEBAR	Missile launch
Shift	Select next target

6.3.2 Arrow keys option

Key	Action
UP ARROW	Forward
DOWN ARROW	Back
LEFT ARROW	Left
RIGHT ARROW	Right
SHIFT	Up
CTRL	Down
ENTER	Missile launch
INSERT	Select next target

6.3.3 Additional commands

Key	Action
N	Show current waypoint. A second press switches you to the next waypoint.
U	Show/clear instruments.
T	Show/clear current target window.
[	Scale up map
]	Scale down map
F4	Switch camera view. The views are switched in the following sequence: game view - tracking camera - front view - left side view - right side view - game view.
F5	Return to main camera view (game view).
F6	Switch to full-screen current target window mode.
V	Change color of instruments.

Whom to fight

7 WHOM TO FIGHT

7.

7. ~~fz~~ Flak 43 L/60

7.3   German mobile command and control center
F

7.4   German armored vehicle Sd.Kfz 222

7.5   German mobile anti-aircraft artillery unit Pz.Sd.Kfz 6/2

7.6   German fixed anti-aircraft artillery unit Flak
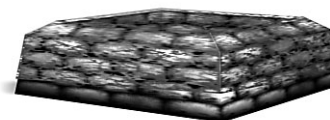
7.7   German truck Steyr 640

7.8

7.9

7.10   German blockhouse with a portable rocket launcher or machine gun.

Caution: Red Shark's radar may fail to detect this object.

7.11   German watchtower.

7.12   German paratrooper with an automatic assault rifle

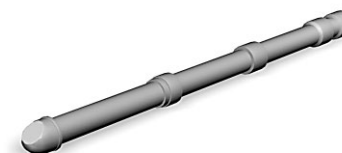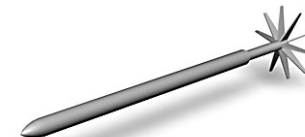# Whom to support

Your helicopter weapon systems

8 Whom to support

8.1 Soviet tank

8.2 Soviet truck

8.3 Soviet Katyusha multiple rocket launcher

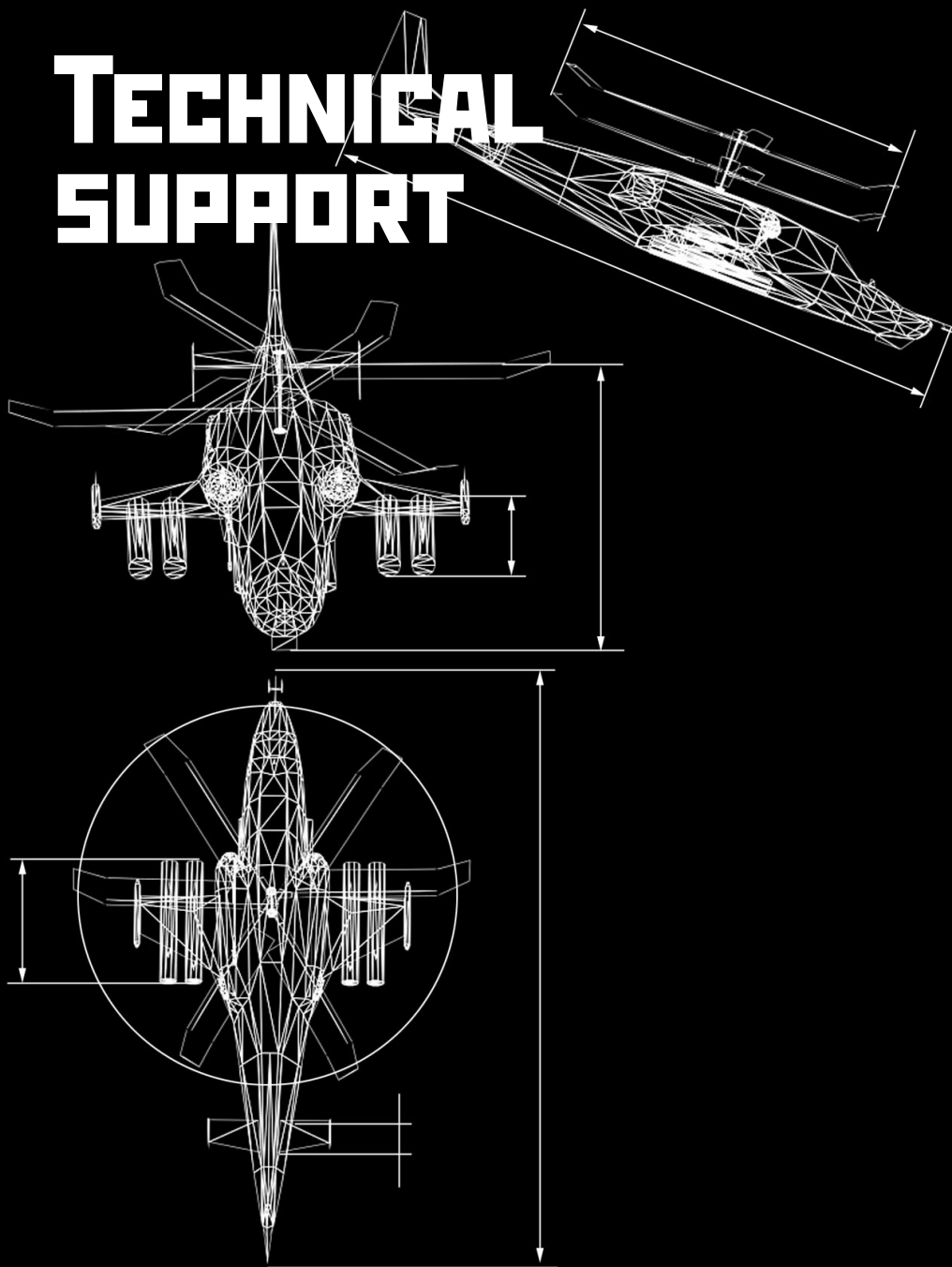## 8.4 Soviet army tent

Hints and tips

9 Your helicopter weapon systems

9.1 Whirlwind anti-tank guided missiles (ATGM)

9.2 C-8 unguided missiles (UM)

9.3 30 mm automatic cannon

Technical support

10 Hints and tips

If you seem to be unable to accomplish a mission, remember that not every mission can be implemented using the same unsophisticated tactics. Some missions require precise under-standing of the situation and some exercise of intelligence. Read very carefully this mission description. If you are still unable to implement it, try to do it on a lower difficulty level. You can change mission difficulty in the Game settings.

Don't ever fly straight in one direction, especially don't stay immobile under enemy fire – it's almost a certain death. It is always much easier to hit a fixed target or the one moving in one direction with a uniform speed. So do not stay in one place – move and maneuver all the time and thus confuse the enemy!

Guided missiles are a powerful weapon but their supply is limited. Sometimes your very survival depends on them, so use them very sparingly and try to act in accordance with the following rule: unguided missiles for fixed targets, guided – for moving ones.

Your helicopter is equipped with an advanced radar system, but it would be a sad mistake to think that you can rely on it wholly even to the exclusion of your vision. Look sharp and be prepared for surprises!

Troubleshooting

12 TROUBLESHOOTING

Frame rate is too low

1. Make sure no other applications are running. Other programs may use a lot of system resources, thereby decreasing performance of the game.

2. Make sure that your computer system meets minimum system requirements or, even better, recommended requirements.

3. Make sure that all the latest video drivers recommended in Readme file are set up.

4. Set forest rendering details to minimum. High level of details requires more system resources.

5. Set terrain rendering quality to minimum. High terrain rendering quality requires more system resources.

6. When playing, switch off the target window function ("T' key). This window increases demand for system resources.

There are problems during video playback

1. Make sure no other applications are running. Other programs may use a lot of system resources causing problems during video playback.

2. When you choose Standard or Minimum installation options or do not select Video in the Custom installation, the video clips are played from the compact disk. On slow systems this can cause glitches. Make sure there is enough space on your hard disk for video clips, then reinstall the game using Custom installation and don't forget to put a check mark against Video.

There are problems during music playback.

1. Make sure no other applications are running. Other programs may use a lot of system resources causing problems during music playback.

2. When you choose Standard or Minimum installation options or do not select Music in the Custom installation, the music files are played from the compact disk. On slow systems this can cause glitches. Make sure there is enough space on your hard disk for music file, then reinstall the game using Custom installation and don't forget to put a check mark against Music.

The picture is too dark.

1. Use the Brightness slider in the Video Settings menu to adjust brightness.

I am unable to install the game.

1. Carefully follow the instructions given in Install / Uninstall section.

I can't switch control to joystick, eventhough it is connected to the computer.

1. Make sure the joystick is set up in your system.

When I try to start the game a message appears "Please insert the Red Shark disc and try again".

1. Check that the Red Shark disc is in your CD-ROM.

If you **carefully** read the Troubleshooting section and have not found a solution to your particular problem, or if you **accurately and fully** implemented **all** the recommendations listed for your problem but it still persists, contact Buka's technical support service.

CREDITS

13 Credits

In this section are listed people who are responsible for all the mistakes, flaws and other defects found in this game.

"G5 Software"

Project lead:
Vlad Suglobov
Alik Tabunov

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Vlad Suglobov

AI programming:
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Artwork:
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Alexey Tomin

Missions:
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Sergey Shoolts
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Dmitry "Rebel" Birukov
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Maxim "Makc666" Solomatin
Danila "Ther0" Lyalenko
Alexey "Alex_k" Khoroshev
Timur "Ares_god" Egorov
Alexey "Askwales" Vasilyev
Anton "Fess" Salaschenko
Sergey "Jatman" Yankov
Andrey "Kimangel" Karpov
Alexey "LaoPin" Lyapin
Maxim "Maximus" Petukhov

Sergey "Msergey" Morgachev
Andrey "Satech" Sergeyev
Konstantin "ft5" Shevich
Dmitry "Solowey" Anufriev
Nikolay "Vnuks" Chernov
Alexey "WumpuS" Chebotarev
Vladislav "Hex1523" Chelnokov
Vladimir "Infiltrator" Egorov
Roman "Ynckoff" Yankov
Anton "Templer63" Nikolayev
Dmitry "Dead_Morozz" Kokorev

Also
Igor Ustinov
Tatiana Ustinova
Marina Ravun
Alexander Mikhaylov
Maxim Mikhalev
Ekaterina Filippova
Georgiy Vitalyev
Irina Tchareva
Ludmila Sergeyeva
Denis "Denis(ka)" Moiseyenko
Ivan "Black Warrior" Moroz
Ruslan "CyberMan" Shelekhov
Ekaterina Founk
Natalia Dubrovskaya
Sergey Pechenkin
Olga Polkovnikova
Andrey Antonov
Elena Antonova
Maxim Alekseyev
Sergey Kapustin
Sergey Sivertchev
Vladimir Sivertchev
Vyacheslav Kochetkov
Alexander Elizarov
Vladislav Ustinov
Sergey Sokolov
Evgeny Samsonov
Yuri Alexeyev
Alexander Lukov

End User License Agreement

14 End User License Agreement

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All notices and claims to Buka hereunder shall be in writing and shall be delivered in person or by mail at the address set forth in this Agreement (or at such other addresses as may be designated by Buka from time to time by written notice),

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